

MUICD

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REVISION HISTORY

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Chapter 1

MUICD

1.1 MUI CD Player

Please note: the author's native language is Polish, so please
forgive bad spelling, grammar mistakes, etc.

MUI CD Player package version 1.12 (01-05-98)
The CDDA player for cd.device and MUI
Written by Piotr Pawlow (PP/UNION)

Introduction

Requirements

Installation

The package:

Player

Editor

Manager

Miscellaneous:

Files format

Acknowledgements

History

To do

Bugs

Compatibility

Troubleshooting

Author

About MUI

1.2 Introduction

Introduction

Since I bought a CD32 I was looking for a CD player that doesn't make small gaps between tracks while playing. Because all players make such gaps I decided to write my own.

This program is placed in public domain, but if you want, you can send me some money :). I really need some!

Use these programs at your own risk. I'm not responsible for any damage these programs may do (but I'm quite sure that they will not eat your cat).

1.3 Requirements

Requirements

This package requires

MUI 3.3

or newer, MUI NList custom class,

version at least 0.48, by Gilles Masson and of course a CD-ROM drive, ATAPI, SCSI or CD32 compatible.

1.4 Installation

Installation

Use supplied installer script, or just copy all files wherever you want and adjust player's tooltypes.

If you haven't NList custom class already, you will have to download and install it. You can find it on Aminet.

1.5 Player

MUI CD Player

Using the player

Menu

Tooltips

1.6 Using the player

Usage

When you launch the player a window appears with some control gadgets, info box and two lists. If you don't see some of them, make the window bigger. If there are still some gadgets missing, check the settings

.

The list on the left contains all tracks on the CD (track number, time and name), the list on the right contains programmed tracks. You can add tracks to the program by dragging them from the list with all tracks. To play a track from the list, double click on it.

If you press RMB while your mouse pointer is above the program list the following context menu appears:

```

Group      - make a
             group
             out of selected entries
Ungroup    - remove selected entries from a group
-----
Shuffle    - randomly shuffle selected entries
Delete     - delete selected entries
-----
Read       - read program from a disk
Write      - write program

```

There is a balance object between the program list and track list. You can change with it relative sizes ("weights") of both groups. Groups' weights are saved together with other settings.

If you press RMB on an entry in the list of all tracks, this entry will become disabled (entry number will disappear). Disabled entries are not played (they're skipped while playing).

Control gadgets:

Image	Text	Function	Shortcut
<	Previous	Play previous track	v
<<	< Search	Rewind	<
>	Play	Start/resume playing	p

```

||    Pause      Pause/resume playing  a
>>   Search >   Fast forward        >
>|   Next       Play next track      n
[]   Stop       Stop playing         s
^    Eject      Open/Close CD tray    j

```

Below there are some sliders:

- volume control; from 0 to 100%; current level is saved with settings
- .
- balance; from 0 (maximum on left) to 100 (maximum on right); also saved with settings
- .
- track position; in seconds from the beginning of current track; can be used to quickly jump to any position on the track.

Some or even all of these sliders can be inactive, which means that your CD-ROM/device/driver does not support volume or balance or position control.

1.7 Groups

Groups

Entries in the program list can be grouped together. A group behaves while shuffling like a one entry - it can be shuffled with other entries but the order of entries inside it will not change.

1.8 Menu

Menu

Project menu:

```

About...
About MUI...

```

CD-ROM Info...

```

CD Manager... - run
manager
CD Editor...  - run
editor

```

```

Quit          - quit program

```

Settings menu:

LoopCD

Auto play

```

Auto shuffle
Auto make program
Auto use program
Joypad
Popup
Volume control
Balance control
Position slider
Play data track
Display program
Confirm quit
Buttons
-----
MUI...  -
        MUI
        preferences for player
-----
Save settings - save current settings to the icon as
              tooltypes

```

1.9 CD-ROM info

CD-ROM info

This window shows some information about your CD-ROM. Use this info if possible when reporting CD-ROM related bugs.

1.10 LoopCD

LoopCD

If this option is set then after reaching the end of CD it will be played again.

1.11 Auto play

Auto play

When you insert a CD, it will be played automatically.

There is a little problem with this option: playing must be started *after* the filesystem reads the CD (or else it will be aborted).

With AUTOPLAYDELAY

tooltpe

you can set how long

the program shall wait before it starts playing.

1.12 Auto shuffle

Auto shuffle

Program entries are automatically shuffled before first play (and every restart when loop is on) when this option is checked.

Look also

Auto use program

and

Auto make program

options.

1.13 Auto make program

Auto make program

If a CD does not have a program, it will be automatically created.

Useful with

Auto shuffle

option, because you will not be forced to

make programs for CDs you want to be auto-shuffled. On the other side, you will have to make programs for CDs you DON'T WANT to be shuffled.

It is up to you to decide what is better. Some people have more CDs which contents should not be shuffled, others inversely.

1.14 Auto use program

Auto use program

CDs will be played using their programs.

1.15 Joypad

Joypad

When this option is set, you can control playing with a joypad.

Up/Down - scroll the list of tracks
Left/Right - previous/next track
Red button - start playing
Green button - eject
Yellow button - change time mode

Other buttons work like in the player built in CD32.

1.16 Popup

Popup

If this option is off, the player will start iconified.

1.17 Volume control

Volume control

Turns on/off the slider for volume level control.

Please note, that some drives don't support volume control, or support only mute (for example CD32).

1.18 Balance control

Balance control

Turns on/off the slider for balance control.

1.19 Position slider

Position slider

Turns on/off the position slider. By using this slider you can immediately jump to any part of the track.
Unfortunately I could not make it work with cd.device. Anybody know how to change the laser position without aborting play command in progress ? CD_SEEK does not work, but also returns no error. Strange...

1.20 Play data track

Play data track

If this option is turned on, data track can be played too. Please note, that some devices don't allow to play data tracks.

1.21 Display program

Display program

If this option is off, program list will not be displayed.

1.22 Confirm quit

Confirm quit

Always - the program will always ask if you really want to quit
 Never - will never ask
 While playing - you will be asked only while playing a CD

1.23 Buttons

Buttons

Text - type of buttons

Image

Image+Text

One Row - layout of buttons

Two Rows

Select images... - with this option you can select a directory with images for buttons. These are normal IFF brushes, thus you can make your own buttons.

1.24 Tooltypes

Tooltypes

Currently supported tooltypes are:

LIBRARY
 =<name>

DEVICE

=<name>

UNIT
=<number>

VOLUME
=<number>

VOLUMECTRL
=<YES | NO>

BALANCE
=<number>

BALANCECTRL
=<YES | NO>

POSITIONSLIDER
=<YES | NO>

LOOPCD
=<YES | NO>

AUTOPLAY
=<YES | NO>

AUTOUSEPROGRAM
=<YES | NO>

CONFIRMQUIT
=<ALWAYS | NEVER | PLAYING>

TIMER
=<TRACK | TRACKLEFT | CD | CDLEFT>

PLAYDATA
=<YES | NO>

DISPLAYPROGRAM
=<YES | NO>

JOYPAD
=<YES | NO>

BUTTONS
=<IMAGE | TEXT | IMAGE+TEXT>

BUTTONROWS
=<1 | 2>

IMAGEPATH
=<path>

AUTOSHUFFLE
=<YES | NO>

```
AUTOMAKEPROGRAM
=<YES|NO>
```

```
AUTOPLAYDELAY
=<delay>
```

```
TRACKLISTWEIGHT
=<weight>
```

```
PROGLISTWEIGHT
=<weight>
```

```
CX_POPUP
=<YES|NO>
```

1.25 Library

Library

The name of library that will be used to control specified device

.

There are two libraries in this release:

- cddevplay.library for cd.device and compatible devices
- atapiplay.library for ATAPI/SCSI drives controlled via atapi.device, scsi.device etc.

1.26 Device

Device

The name of device that will be used by player's library to control

your CD-ROM.

For CD32 this should be cd.device.

1.27 Unit

Unit

Unit number for your CD-ROM (0 for CD32).

1.28 Volume

Volume

Initial volume value from 0 to 100%.

1.29 Balance

Balance

Balance value from 0 (only left channel) to 100 (only right channel).

1.30 Timer

Timer

Initial timer mode.

1.31 Weights

Track list and program list weights

With these two tooltypes you can set relative sizes of track and program lists. Of course you can do the same with a balance object and then save the settings which is much easier :)

1.32 Editor

CD Editor

This simple program is used to edit contents of one CD description file. It can be called from the

```
player
  or from the
manager
.
```

The main window contains:

- the
 - menu
 - a string gadget for CD title and Other
 - button
 - a list with all tracks
 - a string gadget with the name of selected track
 - "Save" and "Cancel" buttons
-

You can use Drag'n'Drop feature to change succession of entries.

1.33 Menu

Menu

Project

About...

About MUI...

CD Manager... - call the
manager

Load... - load a CD description from a text file

Save - save current CD (like "Save" button in editor's window)

Save as... - save current CD as a text file

Quit

Settings

MUI...

1.34 Other

"Other" button

If you press this button a new window will open. The window contains a list with other CDs in the database having the same number of tracks than edited CD. So, if you insert a CD and this CD is not recognized, you can run the editor and use "Other" gadget - maybe you will find your CD in this list !

You can view any CD by selecting it from the list. Its contents will be displayed in editor's main window (don't worry - old contents will be saved). If you press "OK" then actual contents of main window will be used, and if you press "Cancel" - the old contents will be restored.

1.35 Manager

CD Manager

With this program you can manage your CD database. You can edit your CDs, delete them, search for some information, import CDs from other programs or export them.

After starting the program it will scan your database. It may take

some time if you have a big database!

Program's window contains:

- the
 - menu
 - a list of all CDs in the database
- 4 pages' group:
 - *
 - Commands
 - *
 - Select
 - *
 - Search
 - *
 - Imp./Exp.

1.36 Menu

Menu

Project

About

About MUI

Rescan directory - rescan directory with your database, add comments to files

Quit

Settings

Show

Number - show CD numbers

Tracks - show number of tracks

Dates - show CD dates

File names - show

file name

for every CD

Sort by

Name - sort by name of CD

Number of tracks - guess :)

Date - by date of last change

MUI

Save settings - as it says! They are saved as tooltypes

1.37 Commands

Commands

Show all - show all CDs
Show selected - show only selected CDs
Edit - edit active CD
Delete - delete selected CDs

1.38 Select

Select

All - select all CDs
None - deselect all CDs
Invert - invert selection
Pattern - select all CDs matching given pattern

This pattern is a standard
AmigaDOS pattern

.

1.39 Search

Search

Using this function you can search selected CDs for a given string.
Wildcards are not supported.

1.40 Import/Export

Import/Export

MUI CD
- import/export for MUI CD Player (this player !)

Interplay
- import from Interplay

MegaCd Player
- import from MegaCd Player

ID files
- import from MCDP, CeeD, SkandalfoCDP etc.

Before importing database, you will be asked for an
AmigaDOS pattern

.

Only CDs matching this pattern will be imported, so you can import
only really needed CD descriptions.

1.41 MUI CD

MUI CD Player

With this option you can import/export CDs in Manager's own format. Remember to always use it if you want to share your CDs with other people, don't just copy your "Disks" directory! Please use ".MCD" extension for exported files.

You must select CDs you want to export.

WARNING: If you import damaged file, the manager may hang.

1.42 manager_interplay

Importing from Interplay

Interplay is a great CDDA player for Overdrive, Zappo, CD32 or SCSI CD-ROMS written by Stian Olsen & Espen Skog. It can be found on Aminet.

Using this option you can import CD descriptions from Interplay. Interplay's database should be located in "S:" directory.

WARNING: If imported database is damaged, the manager may hang.

1.43 manager_megacdplayer

Importing from MegaCd Player

MegaCd Player is a CDDA player for CD32 written by Steven Ross. It can be found on Aminet. Its database is located in "datastore" directory.

WARNING: If the database is damaged, the manager may hang.

1.44 manager_idfiles

ID files import

The ID files are used by many players for SCSI CD-ROMs, like MCDP, SkandalfoCDP, CeeD etc. Each file contains one CD (this player uses similar format). ID files can be found in "Disks" directory.

CeeD uses slightly modified file names, so if you want to import from CeeD, switch the cycle gadget to "CeeD".

Some people making ID collections, are mixing files from CeeD with the other files. The manager cannot recognize file format, because it's

sometimes impossible, but if you import files using wrong format, they will only have wrong IDs (thus you can still use them from the editor, by pressing "Other" button).

1.45 Files format

Files format

MUI CD Player uses some sort of ID files:

xyyyyyyy.zzzzzz

xx - number of tracks (hex)
yyyyyy - position of last track in LSN format (hex) (optional)
.zzzzzz - length of CD in MSF format (hex) (optional)

For example "0703E706.402649" means that CD has 7 tracks, last track begins at sector 255750 (\$03E706) and length of CD is 64:38:73 (\$40,\$26,\$49).

This CD will be also recognized, when written as "0703E706" or "07.~~~~~402649".

Since this version it will also try "07.~~~~~402449", because for some strange reason MSF format addresses are always 2 seconds higher than LSN addresses, thus if a CD player reads TOC in LSN format the CD playing time will be shorter by those 2 seconds. For example Scandalfo's CD Player produces ID's with CD length shorter.

When you insert a CD, the Player tries to read a file with complete information. If it fails, the program tries also incomplete format.

Every file contains:

- Name of CD
- Track names

The Manager uses also other format in which database is exported.

Format of archive file:

- "MCD1" string
- and for every file in the archive:
- name of file
 - length of file
 - file itself

Format of these files may be changed or extended in future.

1.46 Acknowledgements

Acknowledgements

Many thanks to Gilles Masson for his custom class - it's great !
Thanks to Stefan Stuntz for MUI. It's so easy to create very flexible user interface with it !

Thanks to Roland Fulde, Gregor B. Rosenauer, Jens Thos, Markus

Bawidamann, Matthew James Scott for your mails, bug-reports and ideas, and to Shane Robertson or your cash support :)

Greetings fly to (no order):

Hali, Tom, Kulfon, Irek P., Infection, Docent, Diodak, Snoopy, Root, Shocker, Sachy, Tracer, Musashi, Pic, Amst, Magor
... and all I have forgotten

1.47 Bugs

Known bugs

Set window redraw to "with clear" in MUI preferences for the player, or you will sometimes get some graphical trashes while resizing the window. It's probably a bug in MUI.

1.48 Compatibility

Compatibility

This program has been tested, and works, with:

- cddevplay.library

- * CD32 with ProModule, OS3.1, 68882, 10MB RAM
- * CD32 with SX-1, OS3.1, 10MB RAM
- * A1200, 68882, 6MB RAM, CD-ROM SCSI RENO 2x connected via SQUIRREL SCSI interface
- * A1200, APOLLO 040/33, 16 MB RAM, CD-ROM ATAPI MITSUMI 16x with a CD32 emulator from the CacheCDFS package. Everything work except ejecting.
- * A1200, APOLLO 040/25, 8 MB RAM, CD-ROM ATAPI SAMSUNG 12x with Atapi-PNP package. Search does not work, because cd.device from this package doesn't support it.

- atapiplay.library

- * A1200, APOLLO 040/33, 16 MB RAM, CD-ROM ATAPI MITSUMI 16x connected to the internal IDE interface and controlled thru atapi.device. Everything works great!

It has been tested also with Overdrive. Searching, volume control, and eject functions did not worked due to incomplete cd.device emulation. Is there any newer cd.device for Overdrive which works better ?

1.49 Troubleshooting

Troubleshooting

Q: Rewind/Forward/Eject buttons won't work

A: The device you are using probably does not support these. Try to find a newer version.

Q: It says "Could not open device" and then quits. What's wrong ?

A: Check in

tooltypes

if DEVICE and UNIT fields are set correctly.

Q: It does not want to start, instead it displays "Could not create application". What does it mean ?

A: It means that either:

- there is not enough memory for some GUI objects. Try to free some.
- some MUI libraries are missing. Try to reinstall MUI. Also make sure that you have NList installed correctly.

Q: It crashes when I try to use drag'n'drop.

A: Install newer NList version.

Q: Where are program and song lists ?!!

A: It seems that the window is too small. Make it bigger and they will appear. :)

Q: Why the Manager is sooo sloooooow ?

A: Did you imported all CDs you had ? Well, if you have more than a thousand entries in your database - no wonder. (Also Amiga FFS is known to be very slow when it has to handle directories with very many files in them). But hey! - do you really need all of them ? Use a pattern to import only what you need and leave the rest in the archive. :)

1.50 History

History

1.00, 20-11-96 - First release

1.01, 26-11-96 - manager, editor, player

* fixed some bugs in memory allocation

- player

* changed time counter - length of deselected tracks is subtracted from playing time

1.02, 02-12-96 - editor

* fixed stupid bug in drag'n'drop feature

1.03, 06-12-96 - archive

* NList removed

1.04, 23-12-96 - player, editor and manager

* now using their icons while sleeping instead of MUI default

* fixed possibility of small memory leak

1.05, 27-12-96 - player

* added an option to play data tracks too

- 1.06, 29-12-96 - player
 - * things related to tracks' programming added
- 1.07, 30-12-96 - player
 - * fixed timer in program mode
- 1.08, 16-01-97 - player
 - * drag'n'drop sometimes crashed due to a bug in NList, added workaround for this bug
- 1.09, 02-03-97 - player
 - * read and shuffle functions added to program
 - * fixed a bug while writing program with only one entry
 - * many parts of the program rewritten in AmigaE
 - * needs at least version 0.48 of NList, due to a bug in previous versions
 - editor
 - * fixed another bug in drag'n'drop
 - * maximum lenght of track name is 256 chars now
 - * many parts of the program rewritten in AmigaE
 - manager
 - * many parts of the program rewritten in AmigaE
- 1.10, 26-03-97 - player, editor, manager:
 - * finally work with NList version 0.50 and higher.
- 1.11, 24-04-98 - player
 - * auto shuffle added
 - * program groups added
 - * image buttons
 - * many minor improvements and bug fixes
 - editor and manager
 - * minor changes and bug fixes
- 1.12, 01-05-98 - player
 - * balance control
 - * position slider
 - * "Auto make program" option
 - * more bugs fixed. Including a stupid one which could sometimes give more than 60 seconds in one minute :) really stupid... :) And it existed since the first version :)
 - package
 - * added installer script
 - * ** NEW LIBRARY FOR ATAPI/SCSI DRIVES ** at least !

Changes in cddevplay.library:

- 1.0, 26-11-96
 - * some bugs fixed
 - * shorter :)
 - * some commands changed
- 1.1, 29-12-96
 - * removed code, that prevents from playing data tracks
- 2.0, 30-04-98
 - * some new functions

Changes in atapiplay.library:

- 2.0, 30-04-98
 - * first release

1.51 To do

Things to do in the future

- lyrics
- conversion from JukeBox
- CDDB support if I get some money to cover my phone bills. If you don't know what CDDB is, surf to <http://sunsite.unc.edu/~cddb/xmcd>
- your ideas :)

This list is getting shorter :)

1.52 Author

Send your bug reports, suggestions, opinions, gifts and -= money -= to:

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1.53 Patterns

AmigaDOS patterns (taken from dos.library autodocs)

The patterns are fairly extensive, and approximate some of the ability of Unix/grep "regular expression" patterns. Here are the available tokens:

- ? Matches a single character.
- # Matches the following expression 0 or more times.
- (ab|cd) Matches any one of the items seperated by '|'.
~ Negates the following expression. It matches all strings that do not match the expression (aka ~(foo) matches all strings that are not exactly "foo").
- [abc] Character class: matches any of the characters in the class.
- [~bc] Character class: matches any of the characters not in the class.
- a-z Character range (only within character classes).
- % Matches 0 characters always (useful in "(foo|bar|%)").
- * Synonym for "#?", not available by default in 2.0. Available as an option that can be turned on.

"Expression" in the above table means either a single character (ex: "#?"), or an alternation (ex: "#(ab|cd|ef)"), or a character class (ex: "#[a-zA-Z]").

1.54 About MUI

This application uses

MUI - MagicUserInterface

(c) Copyright 1993-96 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With the aid of a preferences program, the user of an application has the ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing lots of examples and more information about registration please look for a file called "muiXXusr.lha" (XX means the latest version number) on your local bulletin boards or on public domain disks.

If you want to register directly, feel free to send

DM 30.- or US\$ 20.-

to

Stefan Stuntz
Eduard-Spranger-Straße 7
80935 München
GERMANY

Support and online registration is available at

<http://www.sasg.com/>

1.55 Totally hidden and almost impossible to find part of the guide

Eeeeeee... What's up doc ?